COLECO VISION™

EXPERIENCE

The Magazine Of Computerized Entertainment

Fall 1983 $2.00

Super Game Packs: Big Fun In Small Packages!

Star Wars Wizard Brings New Dimension To Coleco!

Plus Game Tips, Previews, Add-Ons...And More!

Meet ADAM:
The ColecoVision Family Computer System!

Looks At...

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*VERY IMPORTANT PLAYER

ColecoVision
EXPERIENCE

VOL. 1, NO. 2   FALL 1983

FEATURES

DEPARTMENTS

COLECO®

To Our Readers:

Welcome to the Fall '82 issue of *Experience*.

As you probably know, the world of video games is changing rapidly. It has opened the door to a new era — the era of the family computer that's fun to use and useful, too.

Your ColecoVision Video Game System was designed to keep you in the forefront of this exciting new era. ColecoVision is not only a state-of-the-art video game system, it can also be easily converted into a revolutionary new, complete, powerful and affordable computer with useful features for every member of the family.

In this issue of *Experience*, we introduce ADAM — the ColecoVision Family Computer System — an advanced full-function computer that thinks like you! After reading our cover story, we think you'll agree that your ColecoVision is not only the system that plays the most, it can do the most, too.

This issue of *Experience* has another exciting report on a related Coleco technological breakthrough — Super Game Series for the Family Computer. There's also a profile of Hollywood special effects wizard — and Coleco video game consultant — John Dykstra and famous author Isaac Asimov takes a look ahead to school life in the year 2000.

Of course, we have our game preview, strategy tip and news departments, plus two special announcements: The Coleco Challenge — from Home Control and how to become a V.I.P. Member of the ColecoVision Video Club.

It's a great issue. We know you'll enjoy it!

[signature]

Alfred Kahn
Sr. Vice President, Marketing
Coleco Industries, Inc.

COLECO VISION®

EXPERIENCE

Lucky visitors experience real-life "Turbo."

Coleco Hits The Fast Track!

Turbo Car Takes Checkered Flag

THE COLECO EXHIBIT AT A RECENT electronics show featured the Coleco-Vision Expansion Module #2 displayed in—what else?—a Formula Atlantic racing car. The car is a NASCAR design with a front engine, wide, rigid of the back—with clutch-accelerat-

ba pedal and developed reduced by the driving module. Hundreds of showgoers jammed booth, climbed into the cockpit and experienced the TURBO™ video game on a large Novalem™ Projecton Television screen set up in front of the car.

quickly replicated serious rumors is now available to excite you with exciting adventures and service needs for all Coleco electronics products. Simply call **1-800-842-1225** and you'll be directed to the service center nearest you. And network offers excellent results and by year end Coleco customers in most of the 50 states will have this service.

Video Games Win Presidential Seal of Approval

WHO IS THE LATEST—AND MOST famous—convert to video games? None other than President Ronald Reagan who recently told a group of math and science students at Walt Disney's Epcot Center that graphics and hand-to-hand combat inspired by young people develop coordination and hand-eye and brain coordination

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Coleco Unveils Kid Vid

The Talking Video Game System Designed for Kids!

COLECO HAS PUT TOGETHER THE first complete educational/entertainment video system designed specifically for kids—the Kid Vid Talking Video Game System.

This unique educational experience is made possible by the Kid Vid Voice Module, a special interactive tape recorder. It utilizes coordinated Sound Story Cassettes that extend game play with voices, songs and other sound effects to teach kids their ABCs, colors, music and more.

Front and foremost, Kid Vid is a unique talking educational toolbox that will amaze and educate children. Play n Learn video game cartridge is paired or connected with a set of coordinated sound story cassettes which are placed in the Kid Vid Voice Module. Each Play n Learn game set includes a cartridge and three sound story cassettes.

As a start-off bonus the Kid Vid system includes an exciting SMURFS™ SAVE THE DAY Play n Learn game set. There are 3 separate games on it—one for each cassette. Coming soon are DR. SEUSS FIX-UP THE MIX-UP PUZZLER, Richard Scarry's BEST ELECTRONIC WORD BOOK EVER, and the BERENSTAIN BEARS™ seen only.

The Kid Vid Voice Module even doubles as a portable cassette tape recorder/player. It has a built-in microphone for easy recording.

And there's more. The Kid Voyages console is also a variable video game system that plays hundreds of Atari® 2600 VCS compatible game cartridges. It includes a set of overtone ten joystick/saddle controllers so you can play all of the great Coleco-Vision games and Atari 2600 VCS hits too.

Both the Kid Vid Voice Module and game console will also be available separately. The game console will be sold under the name Gemini™ Video Game System.

ZAXXON GAME OF THE YEAR

COLECOVISION'S ZAXXON™ by SEGA® won the coveted Video Review Magazine VIRA Award for the Best Game of the Year at a ceremony in New York City, hosted by actor/comedian Sid Caesar. Coleco's Video's COSMIC AVENGER™ by Universal was also nominated for the high honor. Video Review editor Frank LoVece explained why he gave ZAXXON the winning edge: "The 3-D motion was such an innovation in the home video game market. The graphics were terrific and the game is just fun to play. The thumbs up is for the total combination of the arcade game."

VIRA Award Ceremony (left to right) Sid Caesar, Video Review's Michael Blanchet and Coleco's Dick Rosenberg.

IMUS GOES APE OVER DONKEY KONG

WHBC (NEW YORK) RADIO & morning talk show host Don Imus was rapping about DONKEY KONG™ so much that the person decided to hold an on-the-air tournament, where lucky callers won FREE ColecoVision™ Video Game Systems—including a DONKEY KONG cartridge. (For those of you "under-informed" in the area, WNBC) broadcasts is a 50,000 watt station and our the phones rang off the hook. The phones now were jammed!

LETTERS

I am writing to express a problem I've found in the home video game industry—delivering the software goods, dude! When I buy a game cartridge, I pray I will roll the puzzles I have learned out and I've gotten good at it. Once then a place like any thing left will be satisfying.

I would like to see a game where the player could be very good at the game cartridge and yet not remain a challenge.

David M. Lorenz
Terryburg, OH

[David, we think you'll find our Expansion Module and Super Game Packs quite challenging—and you'll be able to test your own skills with ADAM™, the new ColecoVision Family Computer. — Ed.]

I would like to let you know that my friends and I think that your Colecovision system is the best there is. The cartridges are great, too! But I would like to know if you are already working with Midway to have some of their games on ColecoVision? I am looking forward to your answer.

Jim Ericson
Brunswick, GA

[Jes, GO!RF™ was released earlier this year and should be available now in your local store. We're working with Bally-Midway, and we'll be releasing two titles in the very near future. — Ed.]

First of all, I would like to compliment you on the cartridges you have released so far—now for my suggestions could you please try to make some great new 3-D games. Thank you.

Brent Ney?
???

P.S. Our vision is your vision, ColecoVision.

Tyler Taylor
Rockford, NJ

[Your vision for games like Colecovision is our vision — the same story on page 14 for some ideas on 3-D games to come. — Ed.]

I have thought of two great new ColecoVision games. One is Don't be afraid to ask of us, or would be glad to join. Anyway I have some ideas for cartridges. Maybe a game called SUPER DECAY! which in my vision have a super write.

Jonathan Hansen
North Brunswick, NJ

We agree! See page 5 for information on the New ColecoVision Video Club and page 16 for a SUPER "Super-Game" idea. — Ed.]

As an owner of ColecoVision I would like to commend you for creating the most complete video game system on the market. Isn't now would like to offer a few suggestions as well. I would like to see the best video game experience with a video game system where the superb graphics and technology could be seen on the best system—you'd certainly portray experience modulary.
Also portraying more graphics.

Drake Brown
Flint, MI

[Drake, how about our Expansion Module #1 for cartridge compatibility? This Module plays Atari 2600 VCS compatible cartridges as well as Atari, Activision™, Parker Bros™, Mattel™ snaps and others. — Ed.]

I own a ColecoVision Expansion Module #1 and a couple of cartridges. And I think it's great. But the best system on the market, but I was wondering if you make or plan to make any cartridges that are especially for the module.

Noel Sussman
Brooklyn, NY

[Good idea, Noel! We anticipate that accessory manufacturers will soon be responding to this need. Check your local store. — Ed.]

6 | Coleco | Vision

SUBROC by SEGA

Man your battle station! You're a commander-in-chief of the greatest sea and air battles of all time. Look through the crosshair sights to aim battleships, meteor, torpedos and missiles zooming RIGHT AT YOU! Use your joystick to dodge incoming fire and set up your own. Your fantastic control plus loads of missiles and torpedos. The one-or-two player game relives all of the thrills and challenge of the arcade classic. Four levels of difficulty control the speed and frequency of attacks. The 3-D type periscope features realistic sighting mechanisms. The life-like visual effects will make you sweat on active front lines, especially when the deadly command plane swoops in for attack.

DESTRUCTOR by Coleco

Somewhere in the vast Betelgeuse star system in the city of Andarial, ruled by savage insects. You're marooned here, and your only means to get home is in a spaceship buried trendy, especially thru ruthless leader Destroyer. Hold on to your sanity. To catch up to you. Fortunately, you in behind the wheel of a powerful armored mini-car. Zoom through Andarial's twisting maze corridors, dodging red-eyed, attacking Insectoids. Beware bomb-dropping bees that race overhead! Be your way. Lob grenades to blast your way clear to Destroyer. Who's a constant pursuit! You can create barriers to block his path or activate Super Jet Boosters to speed away. But escape is only temporary. Because soon your will be driven you straight up a wall. Play the game with joystick control.
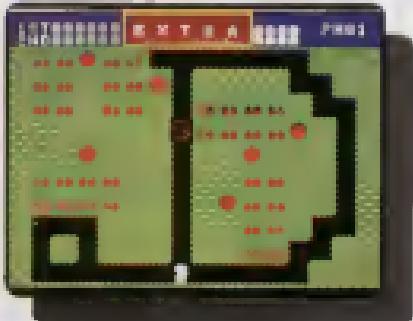
TOP SECRET

MR. DOT by UNIVERSAL

There's trouble in MR. DOT's orchard! All he wants to do is harvest all the peaches in his, but old Belgus are chasing him every step of the way. Mow a path to the cherries with rapid walking, then lop MR. DOT off the Power Ball to eliminate some of his pursuers. Were Belgus's yet keep right on coming, though, so push apples down to squash them! Go, Mr. Dot! Shake off your pursuers as you dash by peaches and apples down to clear them! The energetic orchard screen. This game includes 10 screens.

BUCK ROGERS PLANET OF ZOOM by SEGA

Look out John Skywalker! BUCK ROGERS is back and not afraid to blast at other space heroes right out of the galaxy. Buck's mission is to counterattack and defeat enemy forces in the warfel spaceways, in deep space and on the surface of the PLANET OF ZOOM. Use your joystick ably, trepidations and beware in this one-on-two-player game to combat flying and leaping UFOs, space debris and the infrequent enemy Command ships. There are special accelerator buttons and four levels of difficulty. As you travel through the space bends, your speed is gauged by a tilt of the stargate/on the surface and the blockades in the space trenches. The fateful moment comes when you must meet up with the Command ship. You must destroy it! Or it disappears before you can blow it up with a blast for

TIME PILOT by Konami

Did you have the right stuff? To test out, fly these odd-shaped/weird-flying UFOs and wheeling fleets of bananas, battle jets, and helicopters as you break the time barrier again and again. Use your joystick to maneuver and your fingertips to fire! Swoop across the ages and sky of clouds and a cornfield of doodads representing a defined challenge. Watch out particularly for the jets and helicopters deadly homing missiles: it takes some quick maneuvers to outsmart them. TIME PILOT is one of the great challenge games for high scorers in both the picking a firing fighter planes — this game will push you to the limit as far as nerves, speed and agility go.

TARZAN by Dakota

TARZAN of the Apes swings high as he has been readied by evil hunters who are capturing the members of TARZAN's tribe of apes. Can you help TARZAN free the apes from the hunters and their slavers of the Skyull-Men of Opar? Race through the trees leaping from vine to branch or running the jungle floor but be careful, watch out for the evil hunters traps! When you reach a clearing where apes are being held, fight your way through the captors and swoop down to pick them up. When you have them safely, but hurry! The hunters are loading the captured apes onto their canoes and if they get away you'll have to pursue them as they escape down the dreaded River of Death. This your last chance to free the apes from the hunters' clutches before they lose the jungle forever.

INTRODUCING

ADAM™

THE COLECOVISION® FAMILY COMPUTER SYSTEM
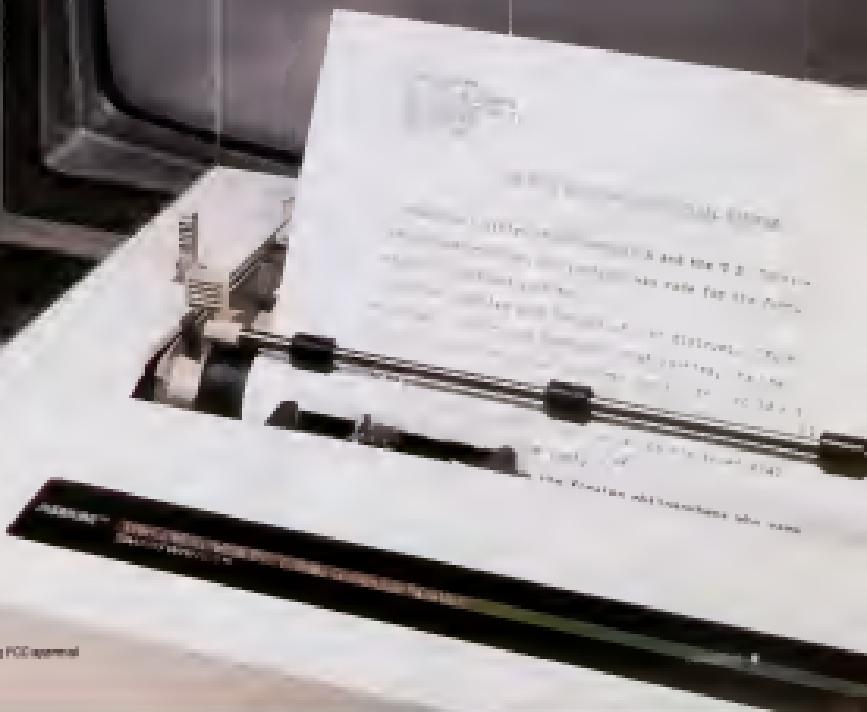
by Steven S. Ross

ADAM is the first home computer system to bring superb amazingly-quality video game graphics to the feat of computing. ADAM has just 32 sprites (characters and other graphic symbols) on its screen at any given time. In addition, ADAM can hold up to 16 different colors to produce a dazzling display of on-screen color choices.

ADAM is the first home computer that thinks like you do—so you don't have to think like a machine. ADAM understands you at the moment your fingers touch the keyboard and therefore takes little or no training to use. It adapts to the way you think, with graphics and words you understand. In fact, ADAM is no more difficult to use than a standard electric typewriter.

Considering all ADAM can do, its price is hard to believe. If you already own a ColecoVision™ Video Game System you can purchase the ADAM Expansion Module for about $550. That's less than the price of a good electric typewriter and letter-quality printing in just one of the functions that ADAM will perform. The standalone ADAM System costs about $750 more. Both the ADAM Module and the System come complete with everything you need to learn to program. It's your hand at word processing and polish your game-playing skills. There is no home computer on the market that can do these state-of-the-art features at a nowhere near ADAM's price. To purchase a home computer component system as complete as ADAM you would have to pay about $1500.

THE GREATEST BREAKTHROUGH WORTH WAITING FOR

Coleco's goal in developing ADAM was to solve a long-standing problem most people don't understand computers and are intimidated by the thought of using one.

Thanks to ADAM that problem no longer exists. Because ADAM looks like you do—there's no need for any long, complicated training sessions. ADAM is so easy to use—you won't have to spend much of set up time for five minutes of computing. Before ADAM the capability was found only in the most advanced office computer systems costing thousands of dollars.

THE MULTI-TASK, INTEGRATED SYSTEM

ADAM is efficient and easy to

ADAM Module plugs easily into the Expansion Module interface on your ColecoVision Video Game System. The combined print of the Expansion Module and the Video Game System console add up to a powerful 80K RAM.

operate because it is five main-components working and talking to each other at one time. ColecoVision Game System calls the communication between this network of micro-computers "intelligent."

ADAM makes ADAM fast and efficient. Each component in the system performs its specific function under the direction of the Central Processing Unit (CPU.) While one component is performing a task, ADAM's other components are automatically taking care of other tasks. This built-in integration of components makes ADAM exceptionally efficient when compared to other home computers.

ADAM'S BRAIN— A MEMORY LIKE AN ELEPHANT

ADAM's brain is the Memory Console. The Memory Console provides 64K RAM for what Coleco calls the "Work Space" where just like video board, letters and numbers are written and calculations are made. But that's not all. Your ColecoVision Game System has the built-in graphics decoded exclusively to the high resolution graphics that have set ColecoVision apart from all other video game systems. Why few advanced systems provide this specific power capability. They must devote some of the power they use for computing to the job of putting words, numbers and charts on the screen.

CHIP OFF THE OLD COLECOVISION

The reason why the ADAM Expansion Module can do so much for so little expense is that the video game architecture of the ColecoVision Video Game System was originally designed to accomplish full integration. The ADAM Family Computer System makes use of that architecture. The

DIGITAL DATA PACKS— NEW HIGHER CAPACITY SOFTWARE

A data pack drive which accepts

Coleco's revolutionary new digital data packs is built into ADAM's Memory Console. Data packs—reliable, easy-to-use mass storage units—hold up to approximately two hundred and fifty pages of double-spaced typewritten text, or more than three times the capacity of a conventional floppy disk. ADAM's digital data packs are based on the same technology found in the sophisticated beep-to-tape data systems for machine computers used by business and industry.

THE PROFESSIONAL OFFICE KEYBOARD

The keyboard is ADAM's nose and ears. It is similar to the keyboards found on most professional office typewriters and has been designed and sculpted to make it exceptionally easy to use. The keys travel up and down under your fingertips providing a feel and position the word-machine has long been known to fact that information is being logged into the system.

ADAM's keyboard has 75 keys. In addition to the usual keys found on the best typewriters, there are six word processing Command Keys for move/copy, insert, delete, clear, print and store/get. There are also six color-coded Indeterminate Smart Keys allowing you to perform basic tasks in a manner most comfortable to your way of thinking. In addition there are three special Cursor Control Keys for moving the cursor (an electronic marker) to any point in your text. And the keyboard can be moved to any comfortable position during use because it's attached to the Memory Console by a long coiled cord.

For the advanced bookkeeper? ADAM's keyboard can be used like a hand-held calculator for the quick entry of numbers into the computer. The Controller's joystick also makes certain processes fast because in an easy way to move the cursor. Anyone who has ever played a video game should enjoy this cursor.

THE LETTER QUALITY PRINTER

ADAM's daisy-wheel SmartWriter—prints letter quality type equal to the finest electric typewriters. SmartWriter prints at the rate of 120 words a minute faster than a professional typist, and uses a standard, interchangeable "daisy-wheel" which, when worn can be found in most stationery stores.

SmartWriter can print at more than ninety characters per inch and make sixty-six or more sets of letter-quality print. It can print several hundred drive accepts regular and computer-printed paper in standard letter size up to 9½ inches wide. All SmartWriter trailer feed is on demand.

BUILT-IN GOOF-PROOF WORD PROCESSING

Coleco's SmartWriter Word Processing Program is a unique feature built into every ADAM Software programs. SmartWriter memorizes your keystrokes for every word processing "action," so there are hundreds of hundreds of thousands of actions you can take. And because so much of your program is stored internally, you don't have to use a separate disk or data pack. Whenever you want to, you can write a letter or compose the word processor has and you're ready to go. No complicated instruction manual and no need to punch in code, it's built into the program. Simply turn on your machine and address your way to perfect letters.

SmartWriter is practically goof-proof. You program actually wipe any errors you make without ever leaving a smear, or the mistaking of characters on your page, you can actually screen or instructions and as you make mistake—or the you read. If you make a mistake—you can simply press a key. If you make a mistake—you can simply erase your word to its original precise form. If you want to start a new line—it's automatically done for you. In other words—simplicity rules to make your work smooth.

THREE FREE SOFTWARE PROGRAMS...AND MORE

In addition to the built-in SmartWriter Word Processing, every ADAM Family Computer System comes complete with three digital data packs (SmartBASIC). A computer video game and a blank data pack for you to record your own information and programs.

With SmartBASIC your personal computer language for the beginner is the language that most computers are programmed. SmartBASIC is a universal-file with Applesoft® BASIC and most Apple II programs can be easily entered into ADAM's system. This is an added plus because you can use ADAM's keyboard to program the computer to perform the tasks you want—which is also ideal to teach you the computer language or to teach a Super game.

The computer game ADAM comes with is a the arcade game—the BUCK ROGERS® PLANET OF ZOOM® by SEGA®. Many other popular Super Game Packs using computer strategy are available for your use and ADAM; and even more are scheduled for release in the months ahead.

MORE TO COME

Coleco will soon offer a series of Smart Software programs including:
• ADAM's Guide to SmartBASIC, a teaching guide for learning the BASIC programming language
• SmartLOGO, a unique version of the popular computing language for children created especially for Coleco by the inventor of LOGO, MIT's Seymour Papert.
• ADAM's Early Learning Series based on the popular SIEGELS® and LUCKY® STARMAN's Numbers, ADAM's Early Learning classes which can be used with the Coleco-Vision™ game controllers to create a self-teaching program for the management of such tasks as financial spreadsheets, stock market reports, games and telephone dial systems.
• A series of SmartFILER™ programs for the management of such tasks as financial spreadsheets, stock market reports, games and telephone listings.
• A Homework Helper Series of educational software in the subjects of math, science, languages and learning programs designed to make the most popular of the programs on digital data packs.

EXPANDABLE TO 144K RAM PLUS PERIPHERALS

Like any good computer system ADAM is expandable. It comes complete with 80K of internal memory (the RAM Memory Console so the programs can be immediately stored). Because ADAM's memory packs can be back-up storage. And if that's not enough, the Memory Console itself can be increased to 144K RAM with the addition of an optional 64K memory expander.

ADAM is the most complete family computer system available today. It was because it's networked—it's smart enough to grow with you. In fact, because of its design, ADAM is one of the few really truly live-to-computers worrying about becoming obsolete. With all of the features and the beginning of a new computer as the end of the world... and there may be more.

NOW COMMAND THE POWERS OF ADAM.™

IN THE WORKS

Hatched over their computers in winter are, Coleco designers are preparing these new tastes for release later this year

Slither
Frenzy

MGM/UA
War Games

by Turbo
Front Line

BEST SELLERS

Based on the number of orders pouring into Coleco, and the enthusiasm of store owners, these are the top ten cartridges for ColecoVision as of June, 1983. The letters indicate compatible systems, and C means ColecoVision; A means Atari; I means IntelliVision (with adapters).

1. **Donkey Kong Junior***
   (C, A, I)

2. **Zaxxon***
   (C, A, I)

3. **Gorf***
   (C, A, I)

4. **Space Fury***
   (C, I)

5. **Exidy's Mouse Trap***
   (C, A, I)

6. **Space Panic***
   (C)

7. **Lady Bug***
   (C)

8. **Pepper II***
   (C)

9. **Cosmic Avenger***
   (C)

10. **Smurf***
    (C, I)

HIGH ROLLERS

1. **Donkey Kong**
   Garrel Dyba, CA
   673,900

   Carol Bellavia
   Clarkton, NJ
   844,000

2. **Lady Bug**
   Christopher Groeneisparker
   Largo, MD
   762,390

   Carol Salluga
   Baltimore, MD
   440,000

3. **Smurf: Rescue in Gargamel's Castle**
   Brad John Hill, MD
   300,000

   Stuart Young
   Baltimore, MA
   291,000

4. **Donkey Kong Junior***
   Brad John Hill, MD
   113,600

   Michael Mitchell
   Studio, IL
   56,620

5. **Turbo**
   Noel Steere
   New York, NY
   225,000

   John Barkle
   Westchester, MD
   73,938

WIZARD AT WORK

"What I am most interested in creating are experiential games."

JOHN DYKSTRA

Special effects
master John
Dykstra creates
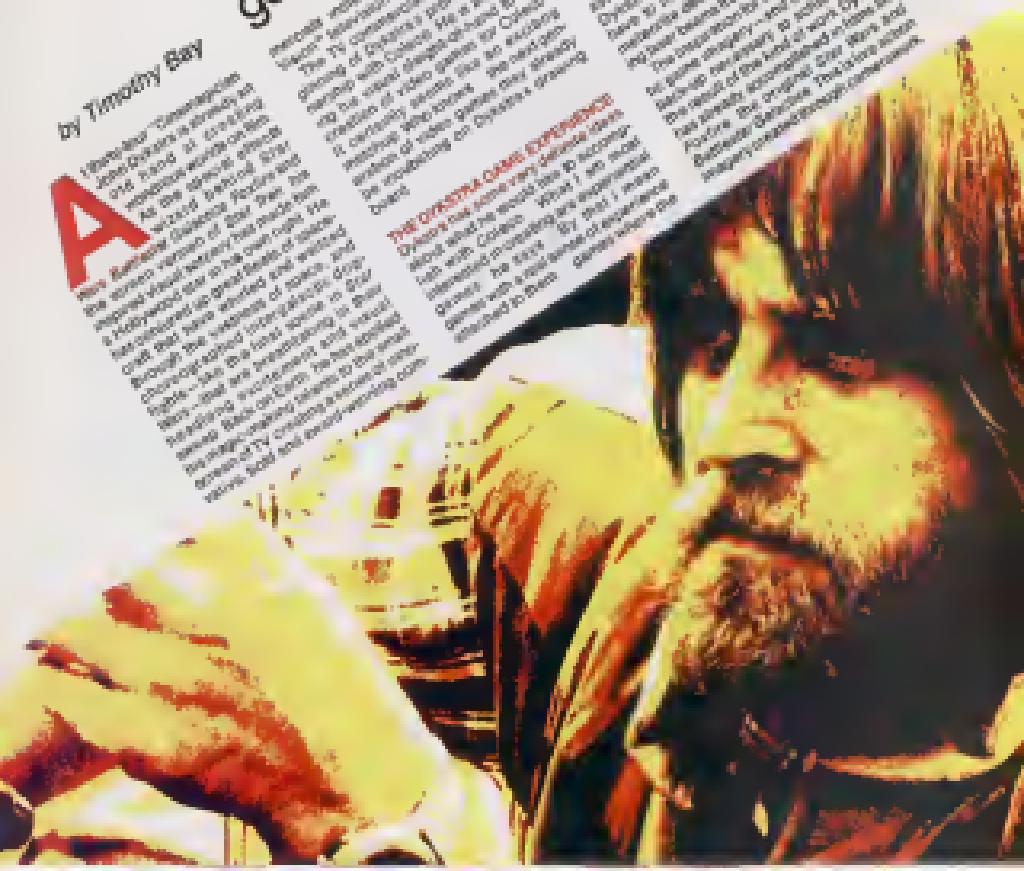out-of-this-world
images for
tomorrow's video
games

by Timothy Bay

THE DYKSTRA CORE EXPERIENCE

title, as Dykstra puts it... the new table neckstrap in video games—the Scorpion, through it, everything has been looking for.

Video games incorporating how action video games are going to involve an entirely new perspective to the playing experience. The traditional players will experience a new feeling of rising the games they are playing. Far from being Dolby'd into the physics of ballistics, intrigue and the physics of momentum would be conveyed so that players could actually experience such natural forces as speed and velocity.

In Dykstra's world of video games, players would get an education on how to fly through the air. To fly to describe this kind of action these video games experience the sense of the traction between the game and the tyre on a spacecraft. With today's video games—he points out—the players apply pressure on a joystick; they move only in two dimensions left or right, up and down. There is no real relationship between the speed you go—movement can carry you along the screen. Dykstra would like to get away from that by incorporating a more scientifically accurate sense of physical experience in the games.

CALIFORNIA CREATIVITY

Dykstra brings a total background in the art of illusion-making to his job as video game consultant to Coleco. He spends the past several years growing up in California and studied industrial design at the University of Long Beach. It was in college that he developed a strong interest in physics and philosophy. After graduation he worked in industrial films and TV commercials. But he found the true calling which brought him to the master of illusion, Douglas Trumbull. The special effects genius behind the films 2001 and Close Encounters.

Trumbull first recruited Dykstra to work as a cameraman-designer on the 1972 science fiction film, Silent Running. The ingenuity Dyke who appears to be rejected Dykstra here to become the father of the special effects used for Star Wars, the motion picture phenomenon of the century. The Dykstra work also helped establish the special effects technique for a new generation of sci-fi films. Dykstra work also helped establish the special effects technique for a new generation of sci-fi films—the special effects designed for George Lucas' super sci-fi films.

After Silent Running, Dykstra built up his own production company, experimenting with multi-media three dimensional film technology developed for the hit picture, Robert's Fleet Space Theatre in San

Diego. Then came Star Wars, where Dykstra teamed up with George Lucas to create the kind of spectacular force that has never existed in films the world over.

Dykstra says now that he really didn't anticipate Star Wars' runaway success—how much he saw working in the background problems to give way thought to how it would do, he learnt of the picture reminds him how chokehold enthusiasm began to pay off when he started developing the designs for the Star Wars spacecraft.

FROM MODELS TO MOVIES

As Star Wars came as a model builder and I was the hobby which, after working with such an intensity, work on Star Wars and Battlestar Galactica. For all that I built was the real me. And with the Star Wars experience the approach he developed for these films are actually involved.

"Computers are devices that make the simple decisions we can't, freeing us to make the more complex ones."
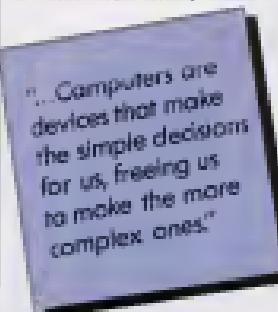
type to created out of hundreds of parts from different model kits available at any store. Of course it was a tremendous amount of technical know-how, a vivid imagination and a lot of patience to shape the numerous handsome and remarkably realistic space craft. Dykstra's skill lay in deep space on the movie screen. Yet with all these things, it's really just a question of how many man hours you put into all those technical challenges.

Dykstra is now enthusiastic about the current popularity of sci-fi films coupled with the public's growing fascination with technology—he sees that science fiction for the next part experience of reality for all time. Dead of the best looks of the premium nature is but curiosity and desire to learn and explore which would be the best to breed a sense of adventure and experience. With the power and scope of our imagination and to explore the vast

potential which lies ahead of us!

Dykstra is also impressed by the growing acceptance of technology among young people and particularly sees their affinity for computers. He sees user-friendly microcomputers, microcomputers as natural educational tools that are going to be great. Kids are fascinated with things with the best. Their minds are so advanced and it's easy to work with them on this, but he says education should go with the interests a child. Dykstra is fascinated by how things seem to work and what goes on behind the scenes and theme. What has impressed him has been... not that computers push the ideas of a king way... even bigger than their ability to solve problems. Computers are also devices... but they make simple decisions... have a the very sophisticated fact that kids are more comfortable and more open, approaching...

APPROACHING THE YEAR 2000

It is not surprising that someone like Dykstra, who has spent so much of his career in science fiction films and the future, should be in awe about what we are able to do as we approach the year 2000. He believes that the breakneck pace of technology that has created such a massive bumper crop of super computers, magic brains, mechanical and video-games that will be leading us to the year 2000.

For in so many of these advances will simply be abstracted into everyday life and practically as with earlier machine we tend to take granted. Dykstra would like us to remember how things work. We are already seeing how the extraordinary ability to do extraordinary things, and for something we now quickly assimilated into the mainstream of our lives, becomes the new status symbol that Dykstra thinking. This something you just couldn't do just yet, how innovation is such a given—and a spawn from it makes it exactly affordable to the everyday person.

Helping to accelerate the trend Dykstra's term is this accessibility and ease of interaction with computers will diminish our humanity to reduce our fears by exciting our

We are rapidly leaving our computer conscioussness reveal, he claims. We are in the beginning to realize that they shouldn't be threatened by them—that rather than robbing us of our freedom and making us less human, these machines can enhance our humanity and actually enable us to become more human. At the same time, they can make the more complex ones.

ISAAC ASIMOV

LOOKING AHEAD TO THE YEAR 2083

Author/features Isaac Asimov has explained science to millions and has written an impressive library of books including such science fiction classics as *I, Robot* and *The Foundation Trilogy*.

Breakfast was done, it was a pleasant day, and Joe was glad today was not an inevescent day.

Not that he resented interaction particularly. Being with other kids at the time led to pleasures, too. Joe had chem lab every Tuesday at the Center.

Even though Joe had to share things with others at that time, there was usually no problem.

There were always days that led to pleasures, too. Joe had chem lab at the Center this week, and it was always interesting to take a course on public speaking next semester. All the more interaction it would take since everyone in the class wanted a whole education.

But you couldn't do without days of your own, either. Joe loved those days when he could stay by the wall. Central World 1 clearly for information on subjects to his heart teaching.

He started with Grandfather's casual remark that his father had to interact every single day. Interaction was in an educational a computer-link turn ago, but some computer companies brought teachers into existence. In that way Joe got a real education and no one was the same to him. Joe educational.

Why? Joe asked. And Grandfather answered. No computers I guess because that was the way it started — and society would not expect computers What could education have been like back then?

Joe had always found history interesting, and he had been using his computer to take out from the Library for information about computers. Someday he might want to write really real novels, acknowledge about styles of chess was important to him.

He put the costume research on hold — he would come back to it later — and asked his computer for a bibliography on subjects one hundred years ago. The amount of available subject material front.

After some thought Joe decided to find out what was actually good about pre-computer education. He already knew what was bad — the involvement of the mass of students and your own interests of your own pace.

Joe had his computer search for anything fitting under the heading school pleasures. It came up with some obvious ones and many less-than-obvious ones beside. Joe discovered that one teacher had to teach twenty or thirty students at once, and those students couldn't learn at their own pace.

About then, his computer shrieked. Joe asked warily. He had never heard of school songs before, and most of his knowledge of school teaching came before computers. But there was no getting around it: those old schools had played at football games, worked friendly about schools and funny songs that songs so much. People came to school just for the fun of it.

For a while, Joe thought seriously about making up his own songs. But then he decided that it might be easier now-a-days to have invented about. Instead, he started his own collection of school songs.

It would be nice construction for a computer to build one. Maybe someday he'd get some of his friends to share his idea. Later, he could decide if the music was good and whether he would share it with everyone. Even then, he would probably be the only one who understood that old songs could really be sung, as in the past. And that was something few people knew — the way things had been back then.

SUPER GAME

The dream of every arcade race is to own a home video game with all the challenge, excitement and variety of the coin-op arcade version. It's been the popular dream for years but the introduction of Super Game Packs for play with ADAM™ the revolutionary new ColecoVision™ Family Computer System has made this dream a reality.

Super Game Packs reproduce—in greater detail than ever before—all the graphics, sound effects and thrilling challenges that have become known as arcade favorites. These packs even make it possible to familiarize two-player competition at different skill levels. In addition, champion players can now record their names on the home game scoreboard and put them away.

Super Game Packs take full advantage of ADAM's powerful state-of-the-art technology. Together the Family Computer and Super Game Packs represent a technological breakthrough and can deliver to you, in the comfort of the living room, the essence of the future.

Super Game Packs have far greater storage capacity than conventional video game cartridges—up to 8 times greater than the capacity of an Atari 2600 VCS game cartridge. The added space permits more elaborate programming and gameplay appealing to most coin-operated arcade games.

The tremendously increased storage capacity of Super Game Packs also provides a technical and artistic showcase for game designers to express and bring to life the wizardry of computer. Super Game technology can do even more than today's coin-ops.

A HOME ARCADE EXPERIENCE

The Super Game Pack version of DONKEY KONG™ for example not only features all four screens from the coin-op game (including the Conveyor Belt screen which up until now has been missing from the home game version) but also has powerful new features and sound effects never before seen in the home arcade version. Coded into the Super Game Pack is the Donkey Kong game program ROGER'S PLANET OF ZOOM™ Super Game Pack is a microlevel with four positive of game experience in the Family Computer.

In addition to adding new sounds to the game, Super Game can develop a series of original strategy and add-ons to a given which would also bring a new dimension to home video game play through the increased program of the Super Game Pack.

FUTURE GAMES

POSSIBILITIES
What's next for Super Game Packs? According to ColecoVision the ADAM makes it possible to develop ever more sophisticated graphics and games with more play features.

The Super Game Pack has been described as the video equivalent of the long-playing record—a breakthrough that revolutionized the recording industry when it was introduced back in the late 1940's. Or not only greatly improved the sound quality of records it also made it possible to fit longer pieces of music onto one disc.

Similarly the Super Game Pack technology provides a better quality, more interesting home video game. It also has the potential of storing more than one game on each pack. Super Game Pack technology could make it possible to run a single game to ingeniously and ingenue any more than one game on a pack.

No matter what the Super Game of the future may bring, one thing is certain right now. By developing the advanced home game technology of the Super Game Pack, Coleco has succeeded in bringing the arcade experience home. And then some!

Illustration by Bill Rieser

PACKS
Advanced Coleco Technology Expands Video Game Play

by Timothy Bay

TOMORROW'S GAMES TODAY!

BUCK ROGERS' PLANET OF ZOOM™ by SEGA™. When you finally meet the saving outlander ship and destroy its four engines. Instead of moving up the atmo- you enter it. Once inside, you'll find yourself in the helm of a whole new kind of space ship—an enemy round of deep begins. Be careful—that new ship has different sky's controls than your first.

ZAXXON™ by SEGA™. There will be two new asteroids and more chal- lenging space sequences in this super game. Besides the asteroids- new hazards await you as you descend and force blasters that shoot horizon- tally as well as vertically. Of the eight levels of difficulty one will be much wider than anything on the current market. You will be much faster than ever before. And watch out for the thunder crazy space walls at the start!

DONKEY KONG JUNIOR™ by Nin- tendo®. Mario is trapped in a jail and a completely original little screen takes you into Junior's sky game kept in a animated drops called Doucons chase our poor hero as he continues to try to free his Dad. There are inter- mission cartoons too. One of them features Mario and his brother hauling Junior Donkey Kong up to his cell in the top of the screen.

SMURF™ RESCUE IN GARGA- MEL'S® CASTLE by Coleco. As if your embattled Smurf didn't have enough troubles now he's got three dozen to fight. The super game also includes Hazardous Fence Jumping and Swamp Crossing. Plus a lot more graphic colors too.

DONKEY KONG™ by Nintendo®. If you thought you'd mastered this game you've got another thing com- ing. This Super Game has five screens

including the all-new stone-and-girder sequence. There are some new ele- ments, known as Barrels and more complicated noises from the flames and the super ape. Need extra time? In a new screen Mario can buy pre- cious seconds by picking up his trusty whistle. Watch for the wild cartoon transitions between screens too!

SUBROC™ by SEGA™. This ultimate battle! Micro challenging then ever be- fore with new 3-D movements, flying saucers, torpedoes, mines and depth charges are all coming right at you. And even more deadly, battle action on the sea and in the air, two-level! Your SUBROC craft will dive under- water to fight submarines then climb even higher into the stratosphere as enemy jets pour down on you.

FRONT LINE™ by Taito®. Your infan- tryman will encounter deadly new enemies as the battle rages on! Drop the right kind of bomb at the wrong time and the enemy may drop right back. Armed with his tanks all the action includes hand-to-hand combat as well as land mines, rolling boulders and other traps as he makes his way along the battle- ground. Use the ColecoVision Super Action™ Controller to maneuver quickly and win his wager.

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MARK AND SUE TALK TACTICS
Strategy Tips from the Pros

Nineteen-year-old Sue and twenty-year-old Mark test new games at Coleco's research facility in Hartford. After thousands of hours in front of glowing screens, they've got some pretty strong opinions about winning strategies. Our Experience reporter caught up with them taking a break between strategy sessions and overheard these tips.

SPACE PANIC
by Universal

Mark: You can save oxygen by staying near the enemy monsters as you maneuver through the cave.

Sue: Oh actually Sue and higher I try to get rid of all of the red one-at-a-time. They are the easiest and leave me more time to concentrate on the Bosses and Dons.

Pepper II
by Exidy

Sue: I always complete a maze at a time.

Mark: A-ha-ha?

Sue: Very funny. Do you know why?

Mark: Of course, so you won't lose to the next wave.

Sue: Right. I also like to unclear the space by quadrants and it always keeps me more time to concentrate on the Bosses and Dons.

SPACE FURY
by SEGA*

Sue: There s no real reason to thrust on the first screen. Just concentrate on getting rid of the alien ships.

Mark: Given the choice of the three maneuvers I always rotate first.

Mark: The reason for this is that each moving ship is destroyed in one shot and the first one is a nuisance...

Mark: The reason for this is that each maneuvering, gives me a different amount of firepower and lets me shoot and destroy. Later on, I have found it useful to destroy the alien quickly.

Sue: One often finds me wanting to destroy at least one of the group of four aliens ship.

Mark: I meant to mention that—because it takes four small ships to form a big one.

DONKEY KONG JUNIOR
by Nintendo

Sue: The first screen is a bonanza—take them out to avoid all the blue pops and I say I'll find the right places on first place.

Mark: There's a trick to the second screen. I start showing the third and fourth screens and well its easy over for the right places the entire level, so that I have to worry about the birds but I have to look for the vines.

Sue: The first screen is a bonanza—take them out to avoid all the blue pops and I say I'll find the right places on first place.

ZAXXON
by SEGA*

Mark: When I reach warp speed, for the first two groups of three fighters, I stay at the bottom of the screen and move in a horizontal direction while firing. But for the remaining enemy fighters, I stay at the top of the screen while firing. The best way to get through the force field is to stay on the bottom. Then come up across to line up your fire with the opening in the force field.

BLACKJACK POKER
by Coleco

Mark: I'm a killer at Blackjack. I what out to pick on out of every card when I'm making the cartridge.

Sue: As soon as I see I get a dealer that the other hits I have several cards that we out to double or down.

Sue: As soon as I get a chance and hope the dealer busts and I double my chance.

Look for Mark and Sue's tips on GORF, VENTURE, MR. DO!* and other Coleco video games in the next issue of Experience!

IN VENTURE LANE
by Coleco

Mark: I don't try to clean up the ground in the pits because the balloons aren't worth much in the long run.

Mark: Yes! I also save the coins and make myself easier. I don't want to get stuck in the city section. What do I do then?

Mark: Me! I don't care the scoreboard in this maze.

Sue: And I try to shoot the green ring before it leaves the apple!

Mark: And I avoid the serpent-shots.

Sue: That's what I always say!

DONKEY KONG

by Thomas Ryan

When you get to the second barrel, go to where the two blocks are very close together. Usha that you can take a running jump when a barrel is just above head level. You'll get 100 points even though you didn't jump over it. But it's nice because if you don't time it right the barrel will kill your hero!

Neal Bame, New York, NY

If you let off the edge of one of the beams you'll just drop down to the next below. This can be used when it comes to the fourth barnacle they keep coming — they just follow you.

Hans Ferguson, Gig Harbor, WA

VENTURE

by Clint H.

One thing to realize is that you can make arrows go between two monsters. Line up between a wall and a monster. Bouncing off two monsters and fire back and very fast if it looks like there's no back between them you should be able to get the arrows out between them. Sometimes it works and sometimes it doesn't but it's a good workout. Those they relay arrows so that...

Novi Olsara, New York, NY

In the Troll Room when there are walls around, point at the centermost of each wall but don't fire. Wait until the wall disappears and then shoot at the troll directly. They charge very quickly so don't fire it on a wall that's too close to you — it's a bit a far wall!

John Strubler, Akron, OH
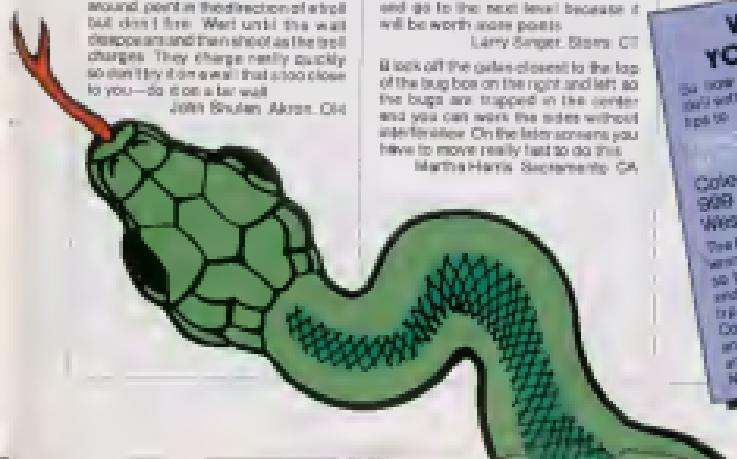
In the Serpent Room, as soon as you get in the room go straight to the top and park so the will will shoot. You'll get the first monster. Then shoot straight down and that will take care of the other monster. Move down toward the monster and then kill the third monster. Then go through about six steps to the Hall Room. Stay at the top of the room and get by the upper left shock. Line over and go down. The wall won't kill you. Get his treasure and go out the door.

Mark Arlison, Waterville, NY

Pepper II

by Greg W.

Save extra fruit for the last room you draw so you can pass through to the next main energy pot.

Jerie Cochran, Akron, OH

Lady Bug

by Unknown

Save the dots around the skulls because you can then go into the skulls. You can keep the bugs from coming out of the box as long as you stay in the middle of the bottom of the maze.

Scooter Glens, Lawrence, KS

If your ladybug is caught and the skeleton is almost closed, don't try to get far vegetables. Close the spawn and go to the next error because it will be worth some points.

Greg Simon, Bristol, CT

Mark off the gates closest to the top of the bug box on the right and left as the bugs are coming out of these areas and you can save the extra without overtime row. On the left corners you have to move really hard to do this.

Martha Harris, Sacramento, CA

MOUSE TRAP

by Unknown

Turn into a dog before going into the IN BOX because you never know when you'll come out and eat at all times. It's not such a hot spot.

Kathy Nichmirat, La Jolla, CA

GORF

by VIC/MH

In the Astro Invaders™ screen work from one side at a time, shooting all the invaders in that column before going on to the next column.

Lara Jardiznisms, Henderson, NV

Stay as close to the middle of the screen as possible in the Space Warp™ screen while still possible. Also when the flagship appears move all the way up so that the missile pad can't get you.

Ron DeGrace, Liberty, NY

TURBO

by VIC/MH

On the Oceanside turn close down to the same speed as the road in the rain and stay on the inside (or in the curve).

Tom Waddick, New York, NY

COLECO CHALLENGE
INFORMATION REQUEST FORM

We want to continue to make Experience the best magazine possible. Knowing about you and your needs will help a lot, which is why we're asking you these questions. All of these responses will be confidential at ColecoVision. It's your opportunity to tell us what video, arcade and computer games interest you the most.

Please answer the questions on these pages and be sure to indicate your name and address in the space below. Cut out the whole page and send it to us at the address below. We'll send you the complete COLECO CHALLENGE contest details.

	SEX AND AGE
☐ Male ☐ Female ☐ Adult	

NUMBER OF CHILDREN UNDER AGE 18 IN HOUSEHOLD

AGES
☐ Under 2   ☐ 2-5   ☐ 6-10
☐ 8-11   ☐ 12-13   ☐ 14-17

Please check all the equipment which you own or plan to buy within the next 6 months.

	Plan Own to Buy		Plan Own to Buy
ColecoVision		VIC-64 Computer	
Atari VCS		Atari 400 Computer	
Intellivision		Atari 800 Computer	
Odyssey		TI 99/4A Computer	
Atari 5200		Commodore 64	
Other Videogame System		Computer	
Apple		IBM PC	
Atari Computer		Radio Shack Computer	
Atari 2600 Keyboard		Apple IIE Computer	
Vectrex Computer		Other Microcomputer	
VIC-20 Computer		(Specify Brand)_____	

MAILING ADDRESS

COLECO CHALLENGE
ColecoVision® Experience
999 Quaker Lane South
West Hartford, CT 06110

My favorite videogame cartridges are:

1. _____
2. _____
3. _____

My favorite microcomputer games are:

1. _____
2. _____
3. _____

My favorite coin-up games are:

1. _____
2. _____
3. _____

How many hours per week do you spend playing various electronic games?

☐ Less than 2 hours   ☐ 2-5 hours   ☐ 6-10 hours   ☐ More than 10 hours

How much do you spend per week on electronic games?

☐ Under $5   ☐ $5-$ ☐ $6-10   ☐ Over $10

How many people, besides yourself, will read this piece of Experience?

Please print your name and address

Name		Age
Address		
City		
State		Zip

Do you have a friend who'd like Experience?

My friend's a ColecoVision. Please send an issue of Experience to:

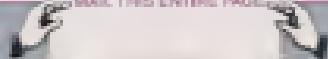| Friend's Name		Age
Address		
City		
State		Zip

BROADENING YOUR HORIZON

Get the jazz ball with the Bauer-Iocast from IMG. It's a big bass that attaches easily to your portable or console TV to enlarge and enhance gameplay. It's great for regular and TV-watching too. The 25-inch model sells for $59.95. The 30-inch model packs for $69.95. Then you require and deluxe 30-inch model sells for a suggested retail price or replace the lost deal or writte in International Marketing Services 200 Commerce Avenue. Port Richey FL 34668 for more details.

LET THE GOOD TIMES ROLL

Smooth spinning ball duplicates arcade-play sensation. Roller ball has full 360-degree hold and allows you to move as fast as you want. Dual left/right fire buttons let you move up or down. There are also storage wells where you can put your map on DataVideo™ controllers The Roller Controller comes with a SLOTTER™ backup tool that can be easily plugged into your ConvertaVision Video Game System. Check your local stores for prices and availability.

NICE AND E-Z

The E-Z Joystick from G.A.M.E.S. replaces the disk handle on your ColecoVision controller. Designed to be more precise and more comfortable to handle, you can assemble it in minutes. It adds to $10. Call G.A.M.E.S. for a price follow-up. Call the SLOTTER™ at G.A.M.E.S. 8001 Wolson Avenue. Van Nuys, California 92406. For an extra $2 you can get their catalog of games products and newsletter.

SOUND SENSATION

Hook up in a fairly and serial fever! The Recoton Deluxe Stereo Sound Simulator gives you BIG sound Connect a Satwell your TV and use system for simulated stereo effects. The variable control lets you tune the sound to your liking. It adds a whole new dimension to gameplay and is great for TV concerts and movies too. Deluxe the VERY-6 units for around $40. Ask for your local substance or write to Recoton Corp. 46-23 Crane St. Long Island City NY 11101.

A GRIPPING EXPERIENCE

The new Super Action Controller from Coleco fits any size hand and provides a firm hold for fast-moving action games. Molded grips reduce muscle fatigue. Joystick is eight directional and the primary fire button is index finger-controlled. There's a nifty character-speed dial good for sports. Two pad Controllers are sold as a set with a great feel and come with a WAR JOYSTICK ACTION BASEBALL built in. Look for them at any store that carries Coleco Vision products.

The Computer Is Here.

ColecoVision™

COLECO